

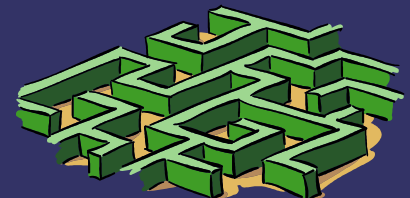
Introduction to Computer Methods in Molecular Structure

The objective of this set of lectures and laboratories is to provide students with a basic knowledge about some of the computational resources related to studies in the field of computational biology, and to enable them to use some of these tools.



Overview

- ➔ Molecular Graphics Software
 - for publication, visual presentation, and analysis
- ➔ Structure and Dynamics Prediction
 - needed for understanding function in
 - protein chemistry
 - protein – DNA interactions
 - protein – ligand binding
 - intelligent structure based drug design



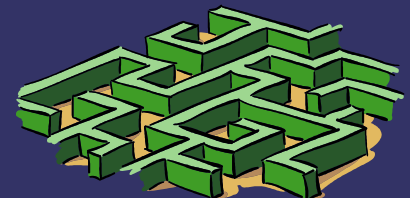
Molecular Graphics Software

- ⇒ Rasmol/Raswin
 - for viewing protein structures and producing publication figures
- ⇒ Protein Explorer
 - uses Rasmol in a user-friendly wrapper
- ⇒ VMD (Visual Molecular Dynamics)
 - for viewing and analysing molecular dynamics simulations and building dynamics movies



Structure and Dynamics Prediction

- ⇒ Protein structure and prediction
 - X-ray and neutron diffraction, and NMR, provide experimentally known 3D structures.
 - *Ab initio*: Go to 3D structure from sequence only.
 - Comparative modeling (comparisons to knowns).
- ⇒ Prediction of dynamic (function) properties
 - Can use known 3D structures
 - Quantum Mechanics (QM)
 - Molecular Mechanics (MM)



Quantum Mechanics

- ➔ required for covalent bond breaking-making
- ➔ first principles approximate solutions to the Schrödinger wave equation, *ab initio*
- ➔ not practical for large proteins, expensive
- ➔ used to calculate parameters for Molecular Mechanics potential functions (see below)
- ➔ used in combined QM/MM methods for large proteins (Gaussian ONIOM)



Molecular Mechanics

- ➔ not useful for making and breaking bonds
- ➔ calculates molecular energy using classical potential functions with theoretical (from QM) and empirical parameters
- ➔ There are many MM force fields available.
- ➔ used to refine predictions of 3D structure in
 - Modeler
 - SWISS MODEL (accessed by Deep View)

